

What is claimed is:

1. A gaming machine comprising:

means adapted to display an array of symbols selected randomly from a set of

5 symbols; and

means adapted to pay winnings on any predetermined winning combinations

appearing in a portion of the array carrying a bet;

wherein the randomly selected symbols are divided into groups of at least one symbol such that the groups are sequentially positioned to complete the array.

2. A gaming machine according to claim 1 wherein the groups have at least two adjacent symbols.

3. A gaming machine according to claim 1 wherein the number and configuration of to the symbols in each of the groups is randomly selected and the groups are sequentially positioned in the incomplete array until the array is mostly complete, whereafter predetermined wildcards symbols are positioned in the remaining portions to complete the array.

4. A gaming machine according to claim 3 wherein at least one position in the array is designated as having an associated bonus wherein the associated bonus is awarded in any winning combinations which include a symbol situated on any of the designated positions.

5. A gaming machine according claim 4 wherein the bonuses associated with the designated positions include at least one of:

a set number of extra credits to be added to the winnings normally awarded for the winning combination covering the designated position;

5 doubling, tripling or otherwise multiplying the winnings normally awarded for the winning combinations covering the designated position; and

a set number of free games whereby the machine operates without requiring the placement of wager.

6. A gaming machine according to claim 5 wherein at least one of the groups consists entirely of wildcards.

7. A gaming machine according to claim 6 wherein the wildcards multiply the winnings associated with any of the winning combinations in which they appear by a factor greater than one.

8. A gaming machine according to claim 1 wherein the symbols are displayed on simulated three dimensional objects.

9. A gaming machine according to claim 8 wherein the three dimensional objects are rectangular prisms wherein symbols are shown on every face.

10. A method for operating a gaming comprising:

displaying an array of symbols selected randomly from a set of symbols; and  
paying winnings on any predetermined winning combinations appearing in a  
portion of the array carrying a bet;

wherein the randomly selected symbols are divided into groups of at least one  
5 symbol such that the groups are sequentially positioned to complete the array.

11. A method according to claim 10 wherein the groups have at least two adjacent  
symbols.

12. A method according to claim 10 wherein the number and configuration of the  
symbols in each of the groups is randomly selected and the groups are sequentially positioned in  
the incomplete array until the array is mostly complete, whereafter predetermined wildcards  
symbols are positioned in the remaining portions to complete the array.

13. A method according to claim 12 wherein at least one position in the array is  
designated as having an associated bonus wherein the associated bonus is awarded in any  
winning combinations which include a symbol situated on any of the designated positions.

14. A method according to claim 13 wherein the bonuses associated with the designated  
20 positions include at least one of:

a set number of extra credits to be added to the winnings normally awarded for the  
winning combination covering the designated position;

doubling, tripling or otherwise multiplying the winnings normally awarded for the winning combinations covering the designated position; and

a set number of free games whereby the machine operates without requiring the placement of wager.

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15. A method according to claim 14 wherein at least one of the groups consists entirely of wildcards.

16. A method according to claim 15 wherein the wildcards multiply the winnings associated with any of the winning combinations in which they appear by a factor greater than one.

17. A method according to claim 10 wherein the symbols are displayed on simulated three dimensional objects.

18. A method according to claim 17 wherein the three dimensional objects are rectangular prisms wherein symbols are shown on every face.